INFORMATION TECHNOLOGY ENGINEERING

WSF

Human Interface: Four Laws

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Humane Interface: Four Laws

- 1st Law: A computer shall not harm your work or, through inaction, allow your work to come to harm.

- 2nd Law: A computer shall not waste your time or require you to do more work than is strictly necessary.

- 3rd Law: An interface is humane if it is responsive to human needs and considerate of human frailties.

- 4th Law: The user should set the pace of interaction

1er Law: A computer shall not harm your work or, through inaction, allow your work to come to harm.

Within what is the first law, the effort that the machine does not destroy the process in which the user is, the present project, has the shortcoming of not saving data in the forms, as is the case of creating a page, including that it does not redirect to any page once the data has been entered.

What the cart part consists of does not generate a correct choice of products, so there is a lack of interaction with the products, which causes a loss of the choice of the products that the customer wants, which means that the user must not You do not have access to the account, nor to the products you want to buy.

2nd Law: A computer shall not waste your time or require you to do more work than is strickly necessary.

The second law mentions that the computer should not do or perform unnecessary work, so when browsing or filling out forms with our personal data it should autocomplete to save time, the page does not have data storage. However, if the page is opened and the forms or data have been filled out several times, if information that has already been previously entered is displayed.

From the point of view of users, few of them already, because they have experience in navigation, have found some flaw in the page on one of the ones already mentioned above. It is that if it does work, one of them is that, because it is a page flat, it does not make recommendations of the previously searched products, in addition to the autocomplete of information such as the address or name, which wastes time.

3rd Law: An interface is humane if it is responsive to human needs and considerate of human frailties

The third law that an interface is human if it responds to human needs and considers human weaknesses, from which in our web application, being an eCommerce, it will help to remember sensitive data such as the credit card number, address, email, in The case in which the law is most applicable is that people generally do not know the credit card number by heart.

On the other hand, users always seek to make purchases quickly and easily, in a technology eCommerce the prices of the products must be constantly updated, when selecting the products to pay in the shopping cart to make the payment when you have already made a purchase. the payment data must be saved in case of making a purchase again in the future

4th Law: The user should set the pace of interaction

The fourth law that involved the user interaction, is respected by the web page of the e-commerce giving the user the opportunity to navigate between the different options that is available, in case of the user wants to register, he is able to use all the time he needs to complete the registration, and the same thing happens in the delivery option where the user has to enter his information about his address in differents fields that appear.

After reviewing the different options that the e-commerce page offers to all kinds of users, at the moment they navigate it is clearly seen that all the users have the complete pace of interaction in the web page.